Try our affiliated browser extension - redirect to BreezeWiki automatically!

Maecht (TTRPG)

Search

Page theme default light dark

This open fan-fiction article was started by Adalwulf of Aedirn and Witcher190. Feel free to join the effort and enrich it with your own ideas, as long as you deem yourself knowledgable enough and respect/do not delete what others wrote.

`Witcher TTRPG Homebrew Collection`

"*A land where houses sink into the earth, where the past is buried under white limestone, and where the people live fiercely in the present, for tomorrow is never promised.*" - Peoples of the Empire vol.1.

Contents

1. Maecht at a Glance
2. The Layout & Architecture
   2.1. Geography & The Green East
   2.2. Superstitious Limestone Architecture
3. Economy, Law & Society
   3.1. A Present-Focused, Egalitarian Society
   3.2. The Elective Monarchy & The Blue Belts
   3.3. Halfling & Goblinoid Integration
   3.4. Religion
4. Regional Bestiary & Plot Hooks
   4.1. Native Monsters
   4.2. Campaign Hooks
5. Notable Locations
6. Items Native to the Region (Regional Goods)
   6.1. The Sceptre (Maechtian Currency)
      6.1.1. Freckled Gold Ingot (Crafting Material)
      6.1.2. Maechtian Limestone Blocks (Trade Good/Base Material)
      6.1.3. Maechtian Plain-Weave Textiles (Trade

Good)
6.1.4. Spiced Formic Rations (Ant Rations) (Consumable (Food))

Maecht at a Glance

Region Details	
Status	Nilfgaardian Vassal State / Protectorate (Formerly an Independent Kingdom).
Borders	Metinna via the Yelena River (North), Ebbing via the Sylte River (South), Geso and the Tir Tochair Mountains (East), Great Sea (West).
Districts	Divided into 4 autonomous communities ruled by dukes, further subdivided into governances, municipalities, and sectors.
Demographics	Total population of **1,500,000**. Composed of **750,000** ethnic Maechtians (50%), **450,000** non-humans (30%, predominantly halflings and goblinoids), and **300,000** foreigners (20%, including foreign Nordlings, Nilfgaardians, and foreign non-humans).
Monarchs/Rulers	De jure ruled by an Elected King/Queen. De facto ruled by the Emperor of Nilfgaard.

The Layout & Architecture

Geography & The Green East

Unlike much of the Old Continent, Maecht is an almost entirely flat territory. Its landscape consists of vast open clearings separating dense evergreen forests. While the western coast is relatively dry, the eastern border near the Tir Tochair Mountains is ironically lush and green, as the peaks block moisture from

escaping into the Korath Desert.

Superstitious Limestone Architecture

Maechtian architecture is instantly recognizable. Because the land is rich in limestone, buildings are strikingly white. Homes are heavily influenced by the region's ancient halfling populations: it is standard for at least two floors of a four-story structure to be buried entirely underground. Furthermore, architecture is heavily guided by local superstitions, with homes meticulously oriented and decorated to ward off "*bad energies*" or feral monsters.

Economy, Law & Society

A Present-Focused, Egalitarian Society

Maechtian culture is defined by living in the moment, a mindset born from centuries of volatile border conflicts and clashes with feral goblinoid tribes. They are hardworking and closed-off to strangers, but incredibly warm once a bond is formed. Due to a history of flat, defenseless borders where everyone had to fight to survive, Maecht completely avoided developing a patriarchal system. Women possess absolute legal equality, and female knights (Lady Knights) are a common, highly respected sight, often causing controversy among visiting Nilfgaardians.

The Elective Monarchy & The Blue Belts

Before the Nilfgaardian conquest, Maecht was a quasi-democracy where the monarch was elected by the nobility, clergy, and bourgeoisie, and major issues were decided by public referendums (though often rigged). Today, the elections are directly controlled by the Emperor. Internal law is maintained by the **Blue Belts**, an infamous security force known for arriving so early to potential crime scenes that the crimes simply never occur while they are present.

Halfling & Goblinoid Integration

Maecht boasts one of the most uniquely integrated non-human populations on the continent. Halflings co-founded the original ancient state (the *Batzorde Jende*) and remain deeply integrated into the agrarian economy, rarely living in ghettos. Goblinoids, while originally marginalized, have also heavily integrated

into the urban centers, leading scholars in Maecht to coin the very term "goblinoid."

Religion

Maecht is the only Nordling-heritage nation that largely rejects the standard Nordling pantheon. Instead, they follow **Mariren Bidea** (The Path of Mari), an ancient polytheistic faith dating back to the region's first human settlers, syncretized heavily with Nordling goddesses like Melitele and Lilvani.

Regional Bestiary & Plot Hooks

Because the land is flat and highly cultivated, most terrestrial monsters migrated away centuries ago. What remains lurks below the earth or is drawn by ancient magic.

Native Monsters

- **Subterranean Horrors:** The lack of surface cover means Maecht is plagued primarily by burrowing monsters like Arachnomorphs, Giant Centipedes, and Shaelmaars.
- **The Nemeta:** The forests are filled with ancient Nemeta. These magical focal points actively summon unknown, sometimes alien monsters to defend them, making the woods incredibly dangerous.
- **Plains Pumas:** The primary natural apex predator of the region. Pumas are so iconic they serve as the heraldic symbol for many Maechtian noble houses.
- **Leshen Druids & Dips:** Deep within the evergreen forests, rogue Leshens and vampiric Dips (hairy, blood-drinking canine beasts) stalk unwary travelers.

Campaign Hooks

- **The Blue Belt Paradox:** The party is hired by a Blue Belt captain. His squad has been posted outside a wealthy textile merchant's home for weeks to prevent a prophesied murder, but the squad is exhausted. The party must take over the watch and deduce *who* is trying to kill the merchant before the assassins trigger a subterranean tunnel collapse under the limestone

manor.
- **Secrets of the Nemeta:** A Maechtian lady knight hires the party to escort her into the deep evergreen forests to destroy a *Nemeton*. However, the tree summons a horde of alien, unseen monsters, forcing the party to survive the night in a halfling-built underground bunker nearby,
- **The Freckled Gold Heist:** Insurgents remnants of the Ebbing Confederation Insurrection are hiding in the burned ruins of Thurn. They hire the party to rob a Nilfgaardian tax caravan carrying a massive shipment of Maechtian Sceptres to fund a new uprising against Emperor Emhyr.

Notable Locations

- **Maecht (Capital City):** The namesake of the country, built upon striking white limestone. It houses the **Elelín Academy**, a minor magical institution established to train the region's mages and prevent untrained Sources from causing disasters.
- **Thurn:** Once a thriving city, it was brutally burned to the ground by Gemmerian Pacifiers under Nilfgaardian orders during the Ebbing Confederation Insurrection of 1265.
- **The Tir Tochair Border:** The eastern, surprisingly lush frontier that separates Maecht from the Korath Desert, serving as a haven for flying draconids.

Items Native to the Region (Regional Goods)

Maecht's economy is highly specialized, relying heavily on its unique primary and secondary sectors.

The Sceptre (Maechtian Currency)

Coin Name	Composition	Standard Value	Exchange / Utility
		1 Temerian	**Standard Regional Coin:** Minted from rare Maechtian "freckled gold," these coins historically held great value

The Sceptre	Freckled Gold	Orens / 1/3 Nilfgaardian Floren	but plummeted to match the standard Denar/Oren after Nilfgaardian subjugation. They are uniquely engraved with the personal sceptre of the ruling monarch.

Freckled Gold Ingot (Crafting Material)

- **Avail.:** Rare (R)
- **Weight:** 1.0 kg
- **Cost:** 150 crowns
- **Crafting Application:** A unique, naturally occurring alloy of gold speckled with traces of other golden-colored metals. When used in jewelry or ornate weapon hilts, its mesmerizing pattern grants the wearer an inherent +1 to Wardrobe/Style and Charisma checks during high-society interactions.

Maechtian Limestone Blocks (Trade Good/Base Material)

- **Avail.:** Common (C)
- **Weight:** 10.0 kg
- **Cost:** 20 crowns (per bulk pallet)
- **Overview:** Mined from vast open pits across the plains. Maechtian construction workers—renowned continent-wide for being incredibly fast, efficient, and superstitious—use this brilliant white stone to build structures specifically designed to ward off evil energies.

Maechtian Plain-Weave Textiles (Trade Good)

- **Avail.:** Common (C)
- **Weight:** 2.0 kg
- **Cost:** 35 crowns (per bolt)
- **Overview:** Because the winds sweep fiercely across the flat terrain, Maechtian clothing consists of long, compact layers. The textile industry here is massive, producing highly durable, wind-resistant fabrics that are exported heavily to the steppes of Metinna. Can be tailored into clothing

that grants a +2 to Endurance checks against cold or wind exposure.

Spiced Formic Rations (Ant Rations) (Consumable (Food))

- **Avail.:** Common (C) locally
- **Weight:** 0.2 kg
- **Cost:** 3 crowns
- **Effect:** Functions as a standard trail ration.
- **Overview:** A culinary quirk of Maecht's insect-heavy plains. Large ants are roasted, heavily spiced, and pressed into nutrient-dense blocks. While foreigners often find them repulsive, they are a lightweight, non-spoiling staple for Maechtian soldiers and rangers.

---

breezewiki

BreezeWiki source code

Documentation and more information

Chat / Bug reports / Feature requests

This unofficial instance is based off the BreezeWiki source code, but is not controlled by the code developer.

This page displays proxied content from https://the-witcher-rpg.fandom.com/wiki/Maecht_(TTRPG). Text content is available under the CC-BY-SA license, see license info. Media files may have different copying restrictions.

Fandom is a trademark of Fandom, Inc. BreezeWiki is not affiliated with Fandom.